SUC-SESSION

DAS SPECTRUM - MAGAZIN

Issue 04/2002 (191) July/August 2002

Alarm: PC will replace the Spectrum.
All clear: It remains an attempt!

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Publisher

The Spectrum-User-Club, formally known as the Spectrum-User-Club Wuppertal, is the oldest existing Spectrum-Club in Germany, the ASC is the only Spectrum-Club in Austria. Since 1998 the Club-Magazine SUC-SESSION and SCENE+ have been sent together to all club members. They are compiled from contributions produced by the editor(s) as well as the readers. We call on all readers to send in their contributions as text files on cassette, +D, Opus, MB02 or MS-DOS (Word or pure Text files) or handwritten, per e-mail or printed on paper to us.

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How can you become a Member

Membership is basically free but the main services, the clubs magazine SUC-SESSION and SCENE+ can be subscribed to individually or together.

The Price:	Single issue	Yearly subscription (6x)
1) SUC-Session Magazine	3,00 €	16,00 €
2) SUC-Session Magazine as a PDF-Download	1,50 €	8,00 €
3) SCENE+ Disk-magazine	2,50 €	12,00 €
4) SCENE+ on Cassette	3,50 €	18,00 €
5) SCENE+ as a TAP-Download	1,50 €	8,00 €
6) Combi-packet SUC-Session & SCENE+ Disk	5,00 €	26,00 €
7) Combi-packet SUC-Session & SCENE + Tape	5,50 €	28,00 €

Our magazines can be mixed in any combination you want it is only important to tell us exactly what you want. Orders for our Download-Service should be sent by E-mail to:sintech@online.de.Your can pay by Cheque(Euro), Paypal or Bank-transfer.Account Nr.. 3205069, Sort-code 380 707 24. As reason for the payment please include the information : Packetnumber(s), for example Nr. 6 or 2 and 5 or whatever you want to order..
New members who are ordering the Diskette version of SCENE+ should state the required format, we have available MB02+, Opus, +D und now also D80/Didaktik. If you are ordering additional Disk's or Cassettes together with a Combi-Packet then the price for these must be added to the Subscription number. Any questions should simply contact us per E-mail or under: 0711/775033.

THE NEW SCENE+

As most of you already know SCENE+ will no longer be produced by LCD but in future my Mirko. As you would expect with such a change we have also been giving some thought to what could be improved. One main chain of thought was to see SUC-Session and SCENE+ in future as 2 parts of the same. That would mean that in SUC-Session we would report on the programs which would then be published in SCENE+.
A number of things will also change in the design. Unfortunately a lightning strike via the telephone line (and then via the modem to Mirko's computer) destroyed a lot of work and so many of the changes will appear one after another in the next and following issues of SCENE+. Mirko does of course continue to rely on your contributions and support.
If you have a suggestion for an improvement, then lets have it. If your writing an article about a program then send us the program at the same time. And last but not least search out your own programming gems, so that we can publish them. Especially in the area of applications we know that you have a lot of software, which you have written yourself to solve particular problems.
So why should you think you were the only one with that problem. We are a club and should support each other. Present your programs in SCENE+, even if it's not a Multicolour-Demo. Sometimes it's simply interesting to see a particular programming technique or if you have thought up an improvement, are you the only one who could use it? Send it to the club.

But now to the **contents of SCENE+, Issue 52**
Due to the large number of programs you will only find a short description here but there is of course a fuller description on the diskette:

Games

Descent	Basic shoot-em-up
Fishing	Fishing-Simulation
Sapper	New Mines-Variation
Senku	Solitaire-Variation
Sheepdog	Herd those sheep
Bounzai	Take game for 2 players

Demos
Blist
Codephobia
Dupa
Life
Laya
Losing victoria
Call of Zombies

Intros
Galatrax
Mahnung
Intro TGP
2001
3dfx
Absent
Abszero
Beyond
Blobs
Boomboon

Music
F2e3se Musik
Selftest
„Hardcore Research"

Grafik
F2e3se Grafic
F2e3se Grafic Nr. 9
Heart
Matrix

Preface

So, once again a new issue of SUC-SESSION, late once again, but because of that exactly in the normal rhythm, that everyone is used to. And as usual it's the SCENE+ which is responsible, for the late arrival of this issue, however this time with a good reason. The transfer of SCENE+ from Leszek to Mirko is not a simple matter, especially as they live so far apart (Vienna – Ulm), so that everything has to be done via E-Mail or long distance telephone calls.
A lightning strike via the Telephone line and modem reached Mirkos computer and put the Hard-disk out of action, destroying everything which had prepared for the new issue. But now everything is done and both magazines are ready for you.

So with that we have won a little time when compared to the last issues (very late) and I think that when all members send in their articles in good time then the next issue (nr. 5) can really be printed in September and not at the end of October, as the current rhythm would dictate.

The quiet summer period didn't appear again this year, in fact the opposite is true with the summer time developing into the main time of the year for Spectrum-User-Meetings. So that there are many Demo-party's in the Months of July and August. There has been a change in thinking by many of the organisers so that events which in earlier times were only for Amiga and C-64 – Users now warmly welcome Speccy-Users and coders. Which doesn't mean we should forget our purely Spectrum events, two of them within our own club, the Spectrology on the 14th September in Wittenberg and the Spectrumania, on the 11th October in ..... Visit these events and use the chance to exchange experiences.

Now a request from Mirko: Support him. A new project like this one is a lot of work and so it would not be a bad thing for him to receive a bit of feedback. Write here in the readers-letters section of SUC-Session what you think of the new SCENE+. Do you want more games, more pictures or more demos? The best thing is for you to tell us.

I'm saying goodbye for now and disappearing on holiday but before you have this issue in your hand I will be back.

Till then

Thomas

Readers Letters

The first priority is communication and it's for that reason that the readers letters are so important. They supply you with information and allow you to exchange information as well as showing us what interests you.

We begin with our new reader, Alan Cox:
Hallo Thomas,
I've tried twice without success to download issue 03/02 – as you know I am mainly interested in the article about the +3-SCART-Cable. By my first try WINZip reported that the download was not a valid zip file, the second time there was a server time-out. Perhaps I should try again.
By neither of my attempts was I asked for a password. Is your system so clever that it recognizes my E-Mail address and from that knows I'm a subscriber?
Greetings Alan

Hallo Alan,
firstly please accept my apologies for your problems with the download, which may also have affected other users. For some unknown reason the file on my server was defective, following your E-mail I immediately uploaded a working version.
The system is not clever at all, it's only a stupid PC. You don't need the password until after you have downloaded the file and want to unzip it. Anyone can download the password protected file. I just hope in all fairness to the paying readers that it's not too easy to crack the Winzip-coding. In the end I know that no system is completely secure.

The next letter comes from a reader in Hungary:
Hi Thomas!
I have just received the newest issue of the SUC-Magazine and it sparked a couple of ideas in my usually empty head:
I have recently built a power supply for my Spectrun 128k + MB02 + 2 Floppy Disks. All this without any moving parts ex. Fans etc. and it is also a very simple and reliable construction. In principle it fits well in the Sinclair philosophy (Design, Reliability, small) and doesn't need any modification of the MB02 or the Speccy. It can be easily expanded to supply a further 12V (CD-ROM, Hard-disk).
The other is that I have a slightly modified version of the original Printer-Routine „print" which is delivered with the MB02. This changed version also prints the keywords in listings correctly. Just for the case that anyone has a use for it.
If these things are interesting for you let me know and I'll send you articles with the complete documentation that's needed (PCD Design, Assembler listings etc.).
Greetings
Attila Tozser
Hungary / Washington DC (depends on when :)

Hallo Attila,
basically we are always interested in articlesArtikels and think it would certainly be interesting to see something on the subjects you mention. The "print" routine would be very suitable for SCENE+ especially as we are always short on applications. So, simply send everything and we will publish it.

And now a short letter from Germany:
Hallo Thomas,
as I've just seen from the club magazine (which I received yesterday) you got married on the 20th.
So I would like to wish many hearty congratulations and all the best for your future together.
Gruß Peter

Many thanks, Peter. On the one hand I'm very pleased to receive the congratulations and on the other it proves that the magazine which our work creates is read from cover to cover. This new phase in my life is also complimented by my becoming almost completely self-employed. For that I really do need all of the good wishes for the future.

And now interest from someone in England:
Hi Thomas, what does it cost to have the SUC-Session delivered to Great Britain? Does the +D version of SCENE+ work with the RealSpectrum-Emulator and the REALDISK utility (when someone has tried it).
Has there been any feedback about the +D clone?
Best wishes, Liam Tummons

Hallo Liam, the magazine is the same price all over the world, it doesn't matter to what country we send it. Anyway it isn't sent from Germany but from Austria, almost all of the letters except those for Austria are stamped as foreign post, even those for users in Germany. In spite of that it's cheaper than sending them from Germany, even when you calculate that we have to pay for a packet with envelopes to be sent to Austria. Unbelievable is it not.
Of course SCENE+ will work with the RealSpectrum-Emulator, in truth we use the emulator to copy SCENE+.
It's too early for feedback about the +D clone, we are making it public for the first time in this issue. With the Spectrum things don't happen as quickly as they used to. Perhaps that's not such a bad thing.

Hallo Thomas!
As you can see Hubert and I have also been bitten by the PC bug and now have one standing around the house. But don't worry this doesn't mean that the Speccy will be relegated to a cupboard. Much more it gives us the possibility to exchange experiences via the Internet and E-Mail. This should not be under estimated. Unfortunately we are not on-line very often as the computer isn't at the moment here but is, due to space problems, by my mother. But next year when our house is finished we will be able to find a little space somewhere. This doesn't mean we can't correspond by E-Mail, it just means there can be delays. But in any case it's better than with snail mail.

But now to the real reason for my letter. Of course in future we want to send our articles by mail and for that reason need to know in which format you want them or/and the diagrams. I only have a very old computer which certainly doesn't have the latest software, but anyway we could send the articles in the format Word for Windows 95 or in RTF, the diagrams are drawn by Hubert in Coreldraw Version 9.
So please a quick info, which format is the easiest for you. Then we will see what we can do. That's it for now – see you soon Greetings
Harald

Hallo Harald,
The formats you mention WordforWindows95 and Corel Draw 7 are good. Even better would be if Hubert could use the export function from Corel draw and save the results as JPEG files.

Great that your now on the Internet. The only good thing about a PC, other than of course that you can make a Spectrum magazine with it. We regularly present in the section"Stars on the Internet" sites which you should visit. The amount of information available is simply overwhelming.
Have fun.

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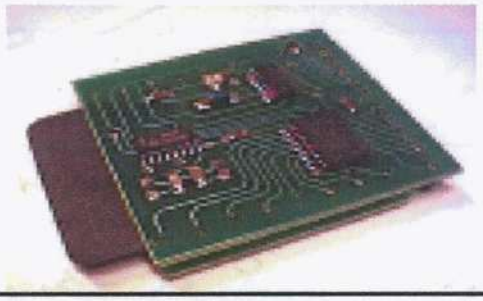
News in brief

Games in the Barbican Gallery
The Barbican gallery in London is presenting the first meaningful exhibition concerned with the creativity of computer games and their effect on our culture. Game On is showing examples from 1962 to the present day. Of course including the Spectrum. In the Game On Shop it's possible for visitors to buy antique and current hardware, Software, Books and Magazines. The exhibition is running from the16th May until the 15th September 2002. With Ryan air the fairs are low so why not..... The gallery is in the Beech Street and it has it's own tube station. For more information look in the Internet under: http://www.barbican.org.uk

Any number of Parties
Summer parties have been announced for Spectrum-Users. A number of them will have already taken place by the time you read this but it's possible to recognize a trend, that most of these shows take place in the summer holidays because of school and Semester holidays. Beerever2002, Shucon 2002, Cafe2002 and lots more mean any number of new demo's for the coming months. But not only that, some of the names like Beerever tend to make a tenuous connection with alcoholic drinking practices. Newly seen also in connection with cameras and editors, who manage to capture members of the pack on film for. „Total Massacre of the Space Mutants" or similar successes from the Shucon2001/ Zlincon2001 for which the Specci was responsible for the „Special Effects". Certainly there will be further films this year and as soon as we can get our hands on some of them we will report our findings. Otherwise check out the Internet-Site www.raww.org which can be recommended for all types of party news.

Smartmedia-Interface
The tiny memory cards not much larger than a postage stamp, have many fans. Especially with the Spectrum which is already very compact these memory cards would fit in very well, so it's not suprising that there are a number of projects underway. One from Hungary is finished and will be presented in the next issue by Richard Tarjan Here just to give you a taste is a photo:



MB2.5
Because of the very large demand the 8-Bit Company has had a rethink. As the project MB03 is due to the high production costs virtually dead, they are planning instead to produce an MB2.5 without all of the new features of the MB03 as a small step up from the MB02. The MB2.5 should at leas contain:

- IDE Interface
- 512K SRAM (in 1 Chip), more available to order;
- 32K FLASH ROM (up till now only 2K EPROMs).
- PS/2 Mouse & Keyboard support

Looked at generally this is quasi an MB02 with IDE-Interface, PROFACE and more memory. There are though options for further extensions, ex.. Smart-Card Interface etc.
They are looking for comments and we will pass on any we receive to the 8-Bit-Company. The more interest there is the more likely is it that the interface will go into production.

Multitech-Glory
A new utility has been presented by the 8-Bit-Company. It's not a Spectrum program but one for the PC to convert pictures from BMP into the Multitech format. For this they have already developed a better picture format, Multitech-Glory. We will present this program in more detail, anyone who would like a copy should contact the SUC-Editors (Freeware).

MB-Commander
Announced a long time ago but never finished we have now had a report from the programmer SHREK (thought he was that big green thing from Disney) that he has entered the end phase for this project. The user interface for the MB02 looks like becoming a reality. At the same time its reported that a DOS-Update for the MB02 is being worked on with Realtime clock. So we can continue to hope for new MB02 software.

ASCII ZX-Party Results:
Here are the results of the ASCII-Party, so that you can see which groups are active with the Spectrum. We hope we can present the winners very soon in SCENE+:

AY Music Original
1 - Scene Polution - Key Jee
2 - Frase - Risk/O<A
3 - 3AbITbIu MuP - CJ Echo/Triumph

AY Music Copy
1 - PPK-Bockpewenue - VAD/ULG
2 - Blue System - Monohrom
3 - return to innocence - Nik-o/TechnoLab

Pixel GFX
1 - Humming Bird - Diver + pROF
2 - Imagination - Stanly/Studio Stall
3 - Wild Dragon - Ice'Di/Triumph

16Kb Intro
1 - Ded Smirnoff Memory - Himik's ZxZ/PoS-WT
2 - Ballagan - Noviset/Brutal Creators

640kb Demo
1 - Harm - 4D + Triebkraft
2 - Abyss Of Madness - Rain Group (RGI)/PoS-WT

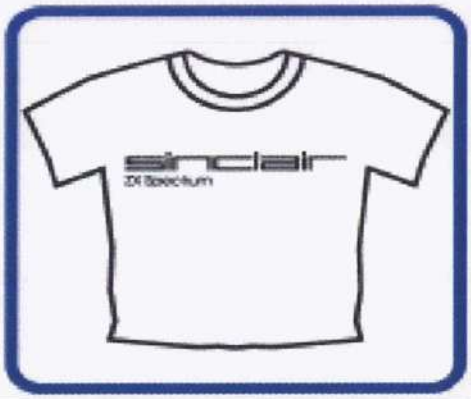
Windows +3e
There is a new ROM version 1.10 for the Spectrum +3 with Hard-disk. The most interesting new thing contained in this ROM is „Windows". It allows you to work with various fields of various colours and which can overlap. For more information on the +3 go to this internet page: http://www.z88forever.org.uk/zxplus3e

+D Clone
After the announcement last month that there was once again something in the bush I am especially happy to report that SINTECH is involved, as I am whenever it's something to do with the Spectrum. Following the end of the MB02 production there has of course been a serious shortage of Floppy-Interfaces and after the plans announced in the last issue someone has been found who will produce the +D clone. SINTECH will take on the roll of the distributor, for example the sales should take place through SINTECH. It would be really good to hear from anyone who is interested, so that we can gauge the production numbers because once the production run has taken place it will be difficult and expensive to produce single units. The price for a complete system with Floppy will be about the same as in the past at around a 100 Euro's (about 70 Pounds) without power supply. Anyone who is interested please contact sintech@online.de or 0049-711/775033.

14 MHZ Speccy
Something new from Hungary. The creator of the SmartMedia interface is now planning a new project: A 14 MHZ Spectrum. With a new CPU (20 MHZ, running at 14 MHZ) and a faster RAM and ROM.
The Spectrum will not be generally 4 times faster because the screen output and the lower 16K of memory will continue to run at 3,5 MHZ so as to remain compatible, but lots of things will have the chance to run faster. We would like your comments. In Germany there are already 10Mhz and faster Speccy's.

New Spectrum-Font
Anyone who doesn't like the standard spectrum characters can download a slightly changed set (supposed to be more elegant) from the Internet. Under www.typeinvaders.com/zxspectrum. The font is a data file and also available as a Tap-file. So it can be used for Spectrum programs and also for emulators. Anyone with an EPROM-programmer can swop the data for the original and burn a new ROM...

Spectrum T-Shirt
The T-Shirts which the Spectrum-User-Club used to sell have sold out but for the 20th anniversary of our Speccy there will be a new T-Shirt with the Sinclair-Spectrum name. If you are interested then you should surf to www.retroaction.co.uk, where there are also T-Shirts for all sorts of other computers as well.



Magazine-Test

ZX Format

PDF makes it possible. Not only SUC-Session uses this format for distribution via the Internet, the magazine: ZX Format - Spectrum Computing Today also uses it.

Just like all magazine writers it seems that Colin Woodcock as producer of ZXF likes to make himself a lot of work. Almost the whole magazine of 28 pages was researched, collected, written and put together by himself. I know only too well how much work that is, even though I always have the support of my readers. With the first issue Colin of course doesn't yet have that.
In spite of this the magazine doesn't show any problem with finding useful articles or a tendency to report from a single viewpoint. Colin has put together a super magazine with news and interesting articles from the areas of hardware and software. It's especially obvious that he has concerned himself with current news, even though this may be only indirectly concerned with the Spectrum, ex. Software that has been transferred from the Spectrum to the PC. Even I found some new items here and have included them in this issue.

Though the best is yet to come: The magazine costs: NOTHING. It is free and can be downloaded from his Web pages: http://www.woodcock88.freeserve.co.uk/html/zx_format.html. This is though also a disadvantage as a magazine which relies exclusively on the Internet for it's distribution is of course not available to anyone who is interested but doesn't have access to the Internet.

So the magazine does have a problem, but only for those without an Internet access. Another problem may arise depending on how busy Colin is in his profession and how much time he can devote to writing the magazine. Magazines which appear at irregular intervals are of course not the best, but who wants to complain as long as the magazine is free.

We have to keep hoping that Colin will continue to have the strength to continue developing this project. I hope for a long time and am looking forward with pleasure to the next issue.
Te

*** HEY CLIVE, YOU CAN MAKE IT EVEN SMALLER! ***

Speccy-Emulation on the Pocket PC

Hallo to you all, I would like to present a Spectrum emulator for Pocket PCs (Windoofs CE (does „CE" stand for „Children's Edition" ? ;-)), which I have recently discovered. As far as I know there are two emulators, the „Sinclair Spectrum Emulator" from „Palmtop BV" and the „PocketClive" from Anders Holmberg. Personally I think the second is the best, because it has a complete screen, Keyboard and even a display joystick emulation, plus a couple of very useful options for the display and speed and it seems to have fewer bugs.

Web-Links:
Sinclair Spectrum Emulator : http://www.palmtop.nl/ce/hpc_spectrum.html
PocketClive : http://pocketclive.emuunlim.com/
Email Autor v. PocketClive : aagholmberg@yahoo.se

Features of the PocketClive:

Release 2B offers the following (not bad for WinCE):

- Emulation for Models: 48k, 128k, Plus2 and Plus3
- Sound: Beeper and AY (even if it's not so super, still it works!)
- Loads Snapshots in „.z80"- and „.sna"-Format
- Saves Snapshots in „.z80"-Format
- Quickload for Tape-Files in „.tap"-Format
- Loads Tape-Files in „.tzx"-Format
- Kempston-Joystick Emulation
- Configurable Display-Joystick
- Complete Display-Keyboard
- Display-Options: Display left / right shorten or size reduction

The Emulator:
PocketClive is based on the Unix-Emulator „Fuse" (from Philip Kendall), though it seems there are also parts from „zx32" for Windows (from Vaggelis Kapartzianis) in it. The source-

code is freely available under GNU Public License (GPL), and on the following website there are also working versions of the code for the PocketPC-Processors MIPS, SH3 and ARM. However the emulator needs an extra library called „Microsoft Game API" (GAPI) from Microsoft. Which can be downloaded from http://www.pocketpc.com/ (look for „gx.dll" or „GAPI"!). The gx.dll can either be placed in the „\Windows"-Directory of the Pocket PC or simply directly into the same directory as the emulator.

Using the Emulator:

The real Speccy has a display using 256 horizontal Pixels, but the display of the PocketPC is only 240 pixels wide, so there are 16 pixels missing (or two Characters). With the PocketClive it's possible to choose either to cut off pixels (left 16, right 16 or on both sides 8 pixels) or whether to make the picture smaller (whereby every 16th pixel is dropped). I find the last option (which is only available with the PocketClive emulator) works in practice very well, as in this mode it's difficult to detect that anything is missing from the picture (as especially with BASIC input there are otherwise always invisible characters at the side of the screen).

There is also something special with the display-keyboard (I think because it's not possible to press more than one key at a time!): Caps-Shift and Symbol-Shift „stay set" for a following key press (which can be seen by 2 small squares in the upper right of the keyboard which appear in white). So for the exclamation mark your must press first the key for Symbol-Shift *followed* by the letter P.

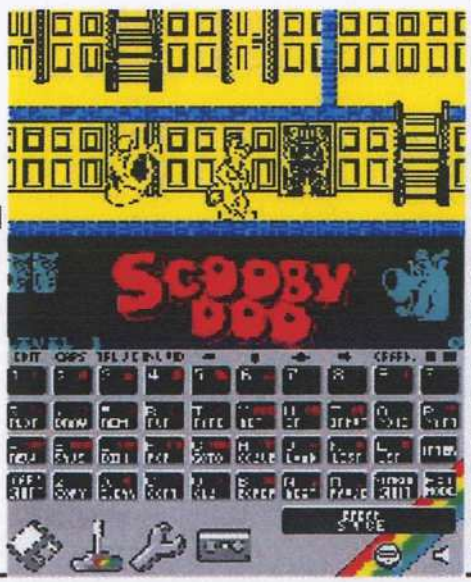
Using symbols on the lower edge of the display it's possible to switch between the display-keyboard and the display-Joystick. Though you can control the joystick from the cursor keys of the PocketPC if you prefer – and for moving diagonally this is probably better, because of the problem I've described with pressing two keys at the same time.

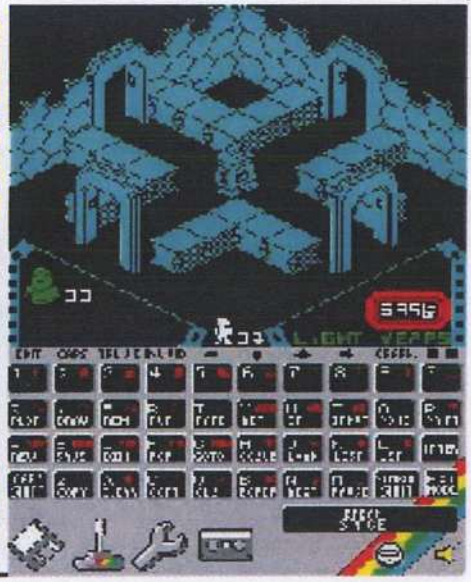
On the Option page (Spanner-Symbol) you can choose from the following options: The Spectrum-Model, The Display-Format, the skipping of Frames (increase speed), the Sound-volume, the Joystick-Type and the Joystick-Configuration. Plus you can store a Snapshot, or carry out a Reset or quit the emulator.

Screenshots:

And finally here are two screenshots from PocketClive in Action. For a special reason (Cinema-Programme) I've chosen „Scooby Doo" and the classic program „Alien 8" (one of my favourite games, as it uses robots):
Tschau!

Christof Odenthal
Email :
c_odenthal@web.de



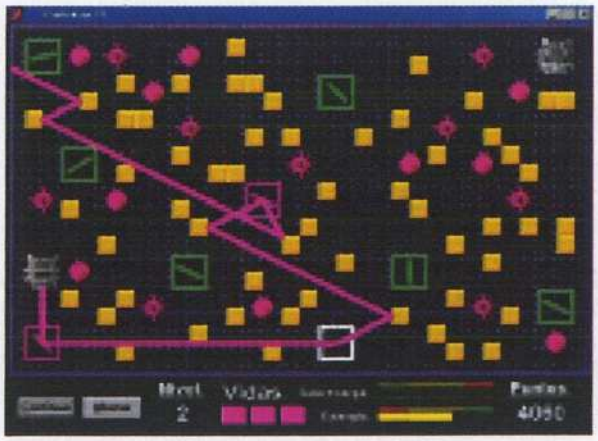


Resurrection of Spectrum games

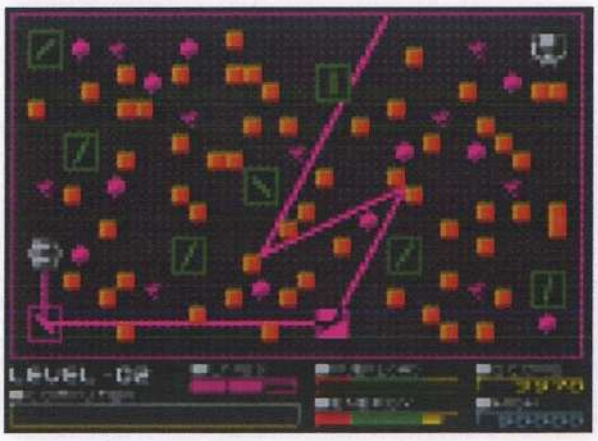
It's simply not possible to kill some games. For example there have been a number of new versions of Jet-Set-Willy on the Spectrum. And while there are simply too many to show you them all and they all have the same game play, I'll spare you that.
Another field of Spectrum games takes place on the PC and until today we have not spoken much about it. It concerns the translation of many well know Spectrum classics for the PC format.

To get an overview lets begin this report with a visit to the homepage www.retrospec.org
Here you will find an active group which is concerned with translating not only the Spectrum classics. Of course there are examples such as Jet Set Willy or Manic Miner, but also hits like Cybernoid 2 or Class of 99 (Skool Daze) to be found.
By using the example DEFLEKTOR let's see what the PC makes of our Spectrum hits:
In this game the aim to is to deflect an energy beam with a mirror and other objects to destroy a number of balls. At the end you must have created a circuit for the energy. E.g. The energy beam must be able to pass from the transmitter to the receiver.
With the Spectrum original this was no simple task. You steer a bright square which can be directed towards the individual mirrors and used to turn them. I think the original was only available in a 48K version so lots of colour but not much sound.
Here the PC can do better. Sure the impressive sound at the start of the game is missing but during the game there is music to listen to, though there are no game oriented sounds. Other than that the game is a 1:1 translation...and so from my view point unnecessary. It hasn't been improved, the opposite, the lack of sound at the beginning of the game means something is missing for me, as it was one of the best sounds created on the 48k Spectrum. Mouse control would have been a good idea but the author felt this wasn't necessary.
Anyone who hasn't got a Spectrum can at last play Deflektor but it would perhaps have been great if the author had invested enough work and made a 128K version with extras and a new background sound. As it is his work was unnecessary as he has simply created something which already exists.

PC-Version



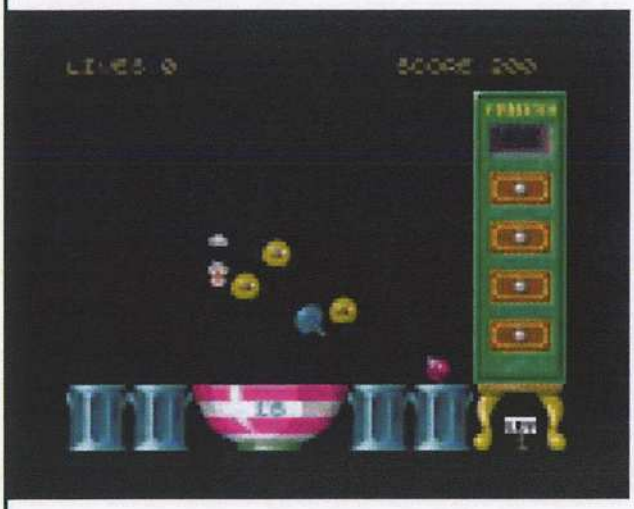
Spectrum-Version



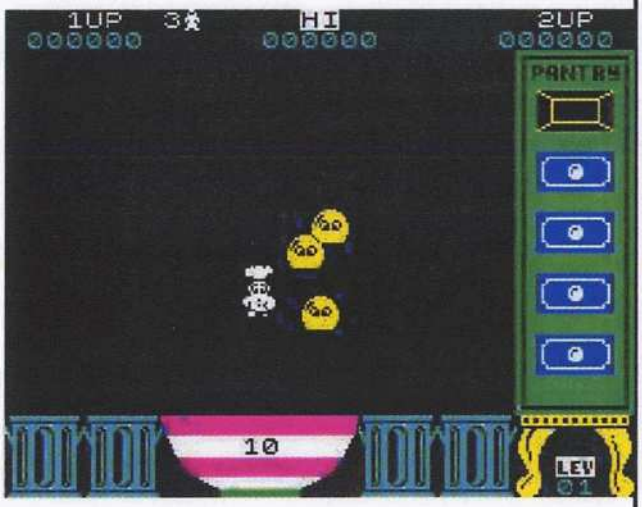
CYBERNOID 2 is the newest translation of this type at least on the RETROSPEC Website. Here as well the game has been pretty exactly copied but to tell the truth it would be difficult to improve on it. You fly through a labyrinth of pictures in a space ship and in most of them you have to complete a task. Simply shooting at everything won't achieve much, but well thought out use of the various weapons usually will help you to progress. Immediately obvious in the PC version is that the 128K sound at the beginning of the Spectrum version hasn't been included, it was good but they have decided to use the better sound of the Atari-ST Version. A sensible decision, the sound really has something. There are also a number of differences graphically to the Spectrum version, even though that doesn't affect the game play much. In principle again here the Spectrum version doesn't have to hide from a comparison with the PC version. Anyone who wanted better sound or graphics could have changed to the AMIGA or ATARI ST years ago. So even though the translation has been well done this one was also unnecessary.

COOKIE: What was true of the other games is also true here. Nice translation, better graphics, but that's about it. Whether you play the game on the Spectrum or the PC there is no difference is the enjoyment factor.

PC-Version

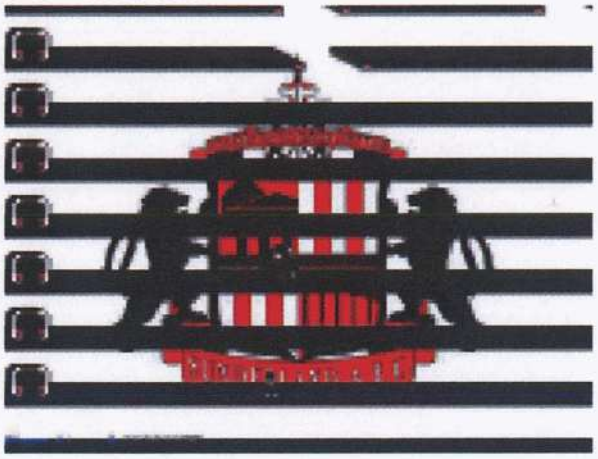


Spectrum-Version

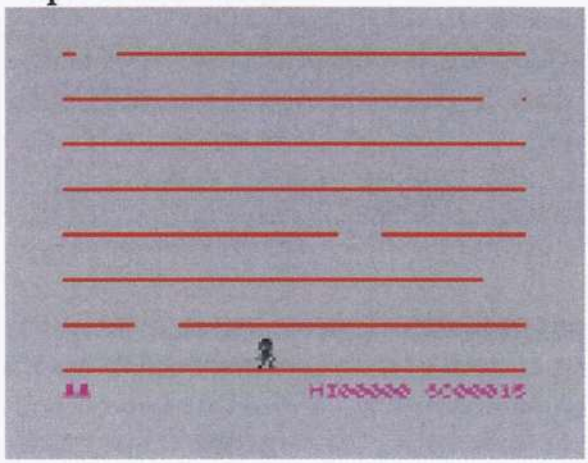


Really improved is for example the game JUMPING JACK. In this game the objective is to get from the bottom of the screen to the top. Various conveyer belts are moving at different levels on the screen and when a hole appears between belts which you can jump through. The game is now 20 years old on the Spectrum and it is showing it's age. No sound, block graphics, no extras. It's clear here there were a number of things which could be improved. The PC version has received a nice background story, colourfull graphics (I couldn't get a better screenshot but the graphics are really better than they appear here) nice little tune as sound and a number of extras. There are now suddenly footballs, trainers and cars travelling on the conveyer belts, to make life more difficult. As compensation there are little houses to allow you to hide, through which it's not only possible to avoid the obstacles, but also the holes in the conveyer belt. If you don't pay attention then you can easily fall back through one of the holes. As a special extra there is a multiplayer mode (up to 4 players, either human or computer). So generally it can be said that the game has been livened up extensively. But for me in spite of this it's no hit, but the PC version is a lot better than the Spectrum version.

PC-Version



Spectrum-Version



We're not going to Stop our search for the real super hit translation. The site http://www.alchemist.remakes.org/ provides us with a translation of the game HARRIER ATTACK: The author of the game has not tried to improve the graphics in any way (the authors decision). So graphically the Spectrum version looks just like the PC version. So it's good that the PC version has at least had a control menu added to it and the game doesn't jerk anymore, unlike the Spectrum version. So is the game at least good to play, the few sound effects from the Spectrum have also been left out. So you start from your aircraft carrier, drop bombs on ships and launch rockets at aircraft and when there are no more options left the ejector seat. So, the Retro-thinking perhaps prevents people from improving the graphics, but I think they could have done. Or perhaps some sound in a later version. Lets wait and see.

So the last one and I wanted to present at least one explosive super translation, my expectations were at least that high with „Rock star ate my hedgehog", the translation of the game „Rock star ate my hamster". Here we are concerned with a management game, where you are responsible for a music group. Ideal for a PC translation I thought, as the Spectrum version contained many songs to the music titles, which were created using a random generator. Sometimes it produced something worth hearing, mostly the sounds just got on your nerves. Is the PC version better? Huh. There is no sound in the game, only a few graphics and that rather more like the 20 year old „SOFTWARE STAR" than „ROCKSTAR" von 1993. In the main it contains just text menu's, so we have done without any pictures. Exactly as with the Original version you can choose from a selection of heads of famous music stars for the group that you are going to manage, but all of the gags from the Spectrum version are missing. What remains is a plain manager game and where I've not bothered to include a picture.

So in general we must say that the Spectrum games were well created and it's seldom that a PC translation can improve on them. The game play is oriented to the Spectrum. It could be true that there are other games which would be better suited to a translation onto the PC, but due to the mass of games which are already available I am going to give up the search to find the right one. I am really satisfied with my original Spectrum versions. But anyone who wants to take a look to see what he can find then I can recommend the site:
http://www.remakes.org/
This site has links to a never ending number of translations for all sorts of systems. Have fun trying them out.
Te

Tips & Tricks

Adventuresolution

Hallo Spectrum Fans!!
Today, we have again something for the Adventure-fans under the users. Our subject is the program "The vault of Cthulhu" („Die Gruft des Cthulhu") , which appeared on the market in 1985 from the company Adventure Ltd. The program is not particularly difficult but needs a number of attempts before it can be solved. The reason is that it's only possible to put an end to Cthulhu's nasty activities in a particular room and under particular conditions. Unfortunately you will now and again meet him in other locations, and that means off to the ancient hunting grounds and an end to the game. This means we have to be prepared for a few random occurrences. I personally don't like this in a game as it can mean that you are prevented from progressing in the adventure at some unimportant point. But we have to live with it. As I mentioned above the program is not too complicated to solve. It is written entirely in BASIC so it's not difficult to have a peek at the listing. Still, whoever does that is beyond help as he has robbed himself of the achievement of solving the game in the normal way by himself.

You will also find here the plan of the 17 locations. From this you can see that the game isn't too complicated. Here then a description for each location:

01) At the entrance to the vault
02) Entrance hall of the vault
03) Artur-Ralop's Room (Vase)
04) Vault of Nftghn (Not a typing error!!!)
05) Room of Nftghn (Star stone)
06) In a dark chamber (Cupboard)
07) In the crumbling larder (Oil lamp)
08) Hastur's Room (Cross)
09) Mouldy Room (Sand)
10) H. Q. of CZG
11) Dark Room
12) Suffocating Room (Wooden door)
13) Empty Room
14) Large Room (Coins)
15) Observatory of CZO
16) Small Room
17) Treasure chamber

And now the method to avoid injury and escape:

After the start in room 01 we go immediately to room 09 and then dig in the sand twice. We find a bone and axe both of which we take with us. From here we go to room 06, where there is a cupboard which we destroy by smashing it with the axe (a very brutal method). The boards which are left we take with us. Now to room 07 where we get an oil lamp and move on to room 08, and from here take the cross. Then from room 08 we go to the west and end up in the Entrance hall of the vault again. If Artur-Ralop crosses our path we try to capture him. However it doesn't always work. So if necessary we will have to try a number of times. When he has disappeared then we have to search for him in rooms 01, 02, 03, 05, 06, 07 and 09. To do this we enter a room and give the command 'LOOK'. Now on with the text. In Artur-Ralop-s Room (03) there is a vase which we smash immediately. As reward we find a piece of garlic which we will very soon need. So we take it with us, we enter room 04 the vault of Nftghn. The Vampire demon is already waiting for us and so we just have enough time to drop the garlic. He doesn't like that (it's good when you know the

old Dracula films and they provide useful tips). And that gets rid of one nasty. Now to the east into the Suffocating room where we smash the wooden door with the axe. We won't need the axe any more so now drop it. The way to the south is now free. In the large room (14) there are some coins which we will need later. We take them with us. From here we make our way to the west all the way into the dark room (11). When we go to the south from here we come out in room 08, which is of no use to us but we drop the board we brought with us and can use the board to cross the wide fissure to the north, where we land up in the Observatory of CZG. We go to the east and reach a small room (16) with a crack in the wall. Then we hide the coins that we picked up in room 14 in the crack and a secret door to the east opens. We've now reached the deciding point of the game. Before we enter the treasure chamber it's important to check that we have everything you need. That is the oil lamp, the cross and Artur-Ralop. This we check with the command 'LOOK'. So well armed we enter the treasure chamber, where Hastur and possibly Cthulhu are waiting for us. We immediately drop Artur-Ralor , and he attacks Hastur forcing a deadly (for him) reaction. We take the treasure and follow Cthulhu who retreats to room 12 or where he is possibly already waiting for us . Now it's important not to lose any time. We smash the oil lamp which we have with us, which sets light to everything and burns Cthulhu. Thanks to the suffocating air the fire soon goes out and we are saved from injury. And now with the treasure to room 01 and the adventure is solved.

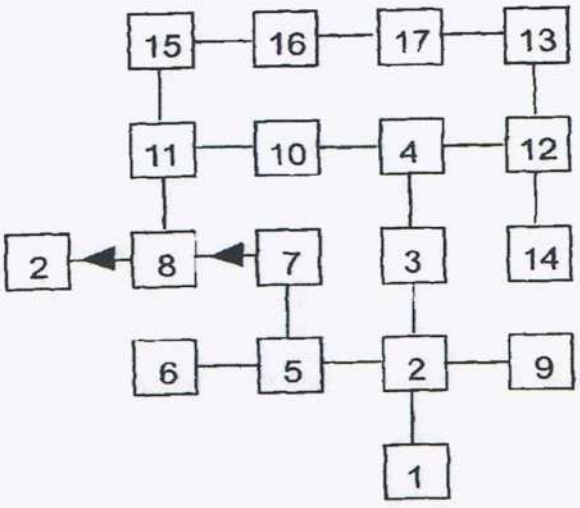
We hope you have again had fun with the solution to this adventure. Anyway for us it was a small but simple program which was worth looking more closely at. So until the next time here in the club magazine with a new and hopefully interesting article for all.

See you soon.....

Harald R. Lack, Heidenauer Str. 5, 83064 Raubling
Hubert Kracher, Schulweg 6, 83064 Großholzhausen

Die Gruft des Cthul

Double 'H'
mapped by
Software



Speccy graphic programs on the PC

How can a PC make graphics for the Spectrum? In that you convince him that he is indeed a Spectrum and is running Art Studio? When you load an emulator and then Art Studio? Well, the name Art Studio has not been mentioned twice by accident. For 15 years Art Studio has been the standard Speccy graphics program. No mater whether the other programs are called Screen Machine, Artist, Icon Grafix or anything else, people work with Art Studio from Spain to Russia right through to the present day.

This could change. Not of course by using one of the methods mentioned above but by using a completely new software on the PC, one that has the task of making the PC produce pictures for what must be admitted is a poor graphics format.

So what does this promise us? More possibilities? Support for the mouse! Simple handling. Can Art Studio really be beaten for Spectrum graphics? We've tested them. In this report we want to present to you two of the best programs of this sort. There may be more but these have been recommended to us.

Let's begin with a Russian product:
ZX Spectrum Graphics Editor from Alexey V. Susekov (Russia)

First of all the good news: The program is in English and easy to understand. With a Russian program we always have to be afraid of Crylic Script, but none of it. The editor is easy to use and very easy to work with. The left mouse button sets pixels the right removes them. At the left hand side of the screen is a small representation of the complete picture, next to and underneath are a number of settings that can be used. The rest of the screen is the work area where you can draw. I was somewhat disappointed with the possibilities. It's possible to make single points, or spray paint. But that was it. No line drawing, no circles and no windows to copy or cut out parts of the picture. The colour for characters is also very complicated to use. To tell you the truth I didn't really understand it, but it seems you can only choose the ink colour, but you can then swap the ink and paper colours and then change the ink colour again so as to be able to change both.

At least you can write on the whole screen and use the wonderful windows character sets. At least one advantage. The Import and Export functions are also very good using BMP-Images, though you can only import them in monochrome.
The program gives the impression that it is still being developed. Which is indicated by the missing functions. Never the less: It works and you can use the mouse. Especially as so many are used to using the mouse on the PC, so for those artists who generate their graphic pixel by pixel maybe it's enough. But those who would prefer a few extra functions will have to wait for an update. Though there hasn't been an update for this program since 1991 so I'm not sure anything is going to appear.

So now let's turn to a Spanish program and see whether it can do more:

SevenuP from Metalbrain alias Jaime Tejedor Gómez (Spain)

This program does offer more, or maybe not. What I mean is that as a pure drawing program it does have more options. It is possible to mark an area and copy it, rotate or scroll it. The colour choice is easy to use and a mesh overlay for the spectrum pixels or another for the Spectrum colour attribute makes drawing easier. But also here there is no circle, line or box option when drawing. There is no paint spray built in and characters can only be created pixel by pixel on the screen.

The worst problem is the speed. Even with the lowest resolution drawing the thinnest possible line it couldn't keep up with my cursor. It's even worse with 8x magnification, then everything comes to a standstill. Of course the faster the computer the faster the program will run, but my 500Mhz computer should be fast enough for a simple drawing program. This program is also still in development and as this version has only recently been released I think there will be updates. Whether the speed problem can be solved seems questionable. That an import function will be included, well we can but hope as that is a really useful function.

So in general can be said: that even in the year 2002, real Spectrum graphic artists can't do without Art Studio.

Te

Stars on the Internet

Even though we have written quite a lot about the Internet in this issue, I've still found a few sites that I would like to show you.

We will start with a Spanish site. The scene in Spain has it's own flavour. Even though there are many users in Spain (the Sintech-Sales of Software and Keyboard-folia prove that) very few sites are known to us. So information arrives in other countries very slowly. The main reason is probably the language, as many Spanish people do not speak much English. This is also a problem with the following site:
http://www.speccy.org/

This is the Scene-board for Spectrum users: There are no downloads available but many short reports on all possible subjects, such as Emulators, Hardware, Software...
At the moment there is a vote taking place for the best liked emulator. Over 36% have voted for the Z80/WinZ80... this is very suprising at a time when there are so many better freeware emulators. At least RealSpectrum is in second place with nearly 20%.
The interesting thing about the site Speccy.org is that you can find out what's new (as long as you speak Spanish – which I don't) by clicking on the appropriate pages. Some pages are in English but speccy.org is mainly a vehicle for information between Spanish speaking countries, especially those in Latin America where Spanish or Portugese is spoken.
I don't know how long this site has existed but it is updated regularly and seems to just be establishing itself. This is good as the Spanish speaking scene should remain active. It has given us a lot of super games in the past....

Back to Germany. Here we find lots of interest Ex. Kio´s Homepage:
http://little-bat.de/
Kio is the alias for Günther Woik...that should result in an outcry from the masses...but not from me, perhaps I should know him. If you don't know him then you should visit his site, as he seems to be a Spectrum fan, even if more an emulator fan. On his web pages you will find a collection of his own work. Which is now Public Domain and I immediately downloaded it, after all Mirko needs something with which to fill SCENE+.
Interesting is his program to download „ZASM". This is a Z80 assembler (for Unix & Mac) and should allow machine code programming on a PC(Mac). Of course the code doesn't run on the PC but through the use of an emulator (or better a real Spectrum). Why not use one of the available Spectrum assemblers ? To answer that you need to test the advantages of the new assembler, but I don't have a Mac or Linux and so I'll leave that to you. Basically there are many such programs, though it's interesting that this is from Germany where usually we expect such things to come from Russia.

That's not all of the site, on the download page there are more programming tools, which have not all be written by Kio, but which are Freeweare. Unfortunately also for the MacOS, so I can't test them, but them I'm not really a PC expert so that I need to use PC programming tools. I prefer

to program on the Spectrum. I would recommend these pages, which by the way are in English and German.

This time not a recommendation more a warning:
http://www.computeremuzone.com
This Spanish site is mainly games for all sorts of computers and translations of classic games to the PC and much more. The collection of rare or sometimes unknown games is impressive and the area for the Spectrum is large. I think I presented this site one or two years ago, but new is that you now have to register in order to be able to download programs. That wouldn't be so bad but the registration is not free. We are doing some research as it's interesting to know where the money is going. If the programmers are being supported in this way then there is no cause for complaint, otherwise it is legally very questionable for other people to earn money from the intellectual property of someone else. We recommend for the moment not to register for this site, as it's possible to find most of the programs (with some effort) on other Spanish sites.

Lets fly off to a country that's now so well know by Spectrum users, Sweden: http://www.geocities.com/TimesSquare/Portal/6986/
The site, „Another tribute to ZX Spectrum" sees itself as the gateway to the Spectrum world in Sweden. Mainly of course to the existing world, as actually here there is of course nothing. Instead information about no longer existant Spectrum magazines (actually quite a lot, when none of the magazines was purely for the Spectrum). You will find information about the Spectrum Scene as it once was in Sweden with dealers, programmers and magazines. A very interesting nostalgia trip.

http://www.znojman.cz/hood/
Programmers also present their work here, very active for anumber of years is Hood from Crazytronic. He helped me to get the IDE interface to work, gave me lots of Tips for the MB02 and has also written a lot of demo'. Alongside the official Crazytronic-Homepage he has his own homepage at:
http://www.znojman.cz/hood/
This homepage is unfortunately completely in Czech but anyone who looks into it will see that Hood is very active and involved in a number of projects, which are also presented in pictures. One project is for example a new form of mouse interface, another the integration of an SID-Sound chip in the Spectrum (SID is the C-64 Sound chip). There's also work in the software area, MB02-Users will know this. His newest project is a new NMI-Menu, whereby a version of the program is finished and will surely find it's way into this or the next issue of SCENE+.
So it's worthwhile to look in now and again. Some areas of the homepage are still under construction but that's just more reason to take a look at what is happening.

So with that we have again reached the end of our travels. As usual I still hope to get a tip or two from someone as to which sites I should visit. Please write to sintech@online.de

Te

SPECTRUMANIA 2002 – The 20 year jubilee party

Friday 11.10.2002 – 13.10.2002

Our club also doesn't want to miss out on a Spectrum Meeting to celebrate the 20th year of the Spectrum.

We had such a good atmospher in Aidlingen last year that we have been looking for something just as good this year. We couldn't find any free dates in Aidlingen, so we have had to look around in the locality for something similar with rooms where we can find something to eat and also sleep. And of course for a super low price, that wasn't easy.

Fortunately we were successfull in the end and we meet this time in the
Jugendgästehaus Stuttgart , Richard Wagner Str. 2, 70174 Stuttgart
This is in the heart of Stuttgart, is easy to find and can be reached with public transport.

- from Stuttgart airport with the S-Bahn (Train) to the main station (Hauptbahnhof).

- from Stuttgart main station (Hauptbahnhof)
  Down to the lower level to the trams (Strassenbahnen). At the far end of the Arnulf-Klett-Passage over the stairs to tram line number 15 (Straßenbahnlinie Nr. 15) (lower platform) in the direction „Fernsehturm/Ruhbank". The tram stops are well marked and easily seen. Underground below Stuttgarts center to the station Charlottenplatz then above the ground it goes up the hill and after a long right curve and a number of kilometers get off at the 7th stop „Bubenbad".
  At the pedestrian crossing with traffic lights go into the Richard Wagner Straße and enter the first house on the right.

- From the A8 München-Stuttgart-Karlsruhe, exit Stuttgart-Flughafen (Nr. 53)
  Turn right at the traffic lights onto the „Mittlere Filderstrasse" in the direction Zentrum. Pass the television tower on the left. ** (Continue as shown below...)

- From the A8 Karlsruhe-Stuttgart-München, exit Stuttgart-Degerloch (Zentrum, Nr. 52b)
  The exit takes you into the Echterdinger Ei. A somewhat difficult roundabout. Get into the lane for the B27 in the direction of Stuttgart-Zentrum. Over the next few kilometres there are a number of traffic lights, so that it's clear you are in Stuttgart. Keep going straight on until at Albplatz go to the right in the direction Fernsehturm (Television tower). Past the Television tower and then take the middle lane and go straight ahead (Main road goes to the left) **

  ** Lots of curves through the woods.After crossing the tram lines stay in the left hand lane and follow the tram lines at the cross roads turn half left. After about 500 metres you will see the tram stop „Bubenbad". Use the middle left lane and

turn left, directly into the Richard Wagner Strasse. Park at the first house on the right.

So for this year as well as the usual presentations of Specci-devices and the smalltalk there are a number of other events planned. Here is the Programme:

Friday, 11.10.02
-19.00 (7PM) Arrival of the first users, Greeting, Putting out the computers

Saturday 12.10.02 from
-09.00 (9AM) Breakfast for the ‚overnighters'
-10.00 (10AM) Official begin of the Spectrum-Meeting
-14.00 (2PM) Competition: Classic guess the game
-15.00 (3PM) Begin Football competition: Emlyn Hughes Int. Soccer
-16.00 (4PM) Competition Classic guess the demo
-17.00 (5PM) Auction from 1 € to support poor coders

Sunday 13.10.02
-09.00 (9AM) Take it apart, journey home till 15.00 (3PM)

We are doing without the usual competitions in favour of some classical ones. The competion winners will receive a certificate.

For the auction please send or bring as much as possible. The best of course when they are things relevant to the Spectrum. Which will go to the highest bidder, what we make will go into the project to reward the best programmer of the year. So by buying something you will be doing something positive for the Spectrum and making sure that the programmers do have a little financial incentive to program for the Spectrum.

We are hoping for lots of visitors even if there are some costs involved. We can use the rooms for the meeting free of charge. But of course for the 'Overnighting' there are some charges:

Single room	21,00 Euro (about 14 pounds)
Double room	18,00 Euro (about 12 pounds)
Multi bed room	16,00 Euro about 10 pounds)

The prices are per person and night, incl. Breakfast, sheets will be supplied but you will have to bring your own hand towel.
The rooms reserved for us and for the metting are in the lower level in the cellar of the house, so we have the area just for us and don't have any time constraints.So for Friday and Saturday it's „Open End".

Midday and Evening meals are available at fixed times in the youth hostel (Jugendhaus). And can be ordered when your there, There is no time limit on the Friday or the Saturday. Anyone who want's to can continue to work on the computers. However if you spend the whole night working on the computer then you count as an overnight guest even if you don't sleep.

So for the accomodation everything is arranged. So now it's up to you. Of course you should bring your spectum bits with you (where possible), if possible don't forget multiway 230V sockets and of course don't forget to bring your good humour with you and your love of the Spectrum.

For the day visitor the Saturday is probably the best, Friday and Sunday perhaps less so.

As the organistion of a meeting like this is a lot of work we do of course hope for lots of visitors.

See you there!

Thomas

TECHNO-MUSIC-PROJECT

Hallo,
I'm organizing a Techno-Music Project. I mean real music, that's Techno Hardcore not any sort of rubbish peeps. BUT – the Spectrum is very important for this project, as the music should be created on the Spectrum.
The idea is to create a number of tracks on the Spectrum (Bass, Percussion und sound effects) and then use a PC and Synthesizer to mix them.
To date I have one such piece finished and it sounds really interesting. The finished songs will be uploaded to a number of MP-3 pages.
I plan to produce the music myself but I think it would be more interesting if a regular Techno-group would do it.
So, if there is any Spectrum user out there with an EXTREME hard and aggressive Techno-song which he has developed, send it to me (playable with basic loader). Tell me your artistic name and the country of origin and you will appear in the end product as a member of the band.
But please only real Hardcore-Songs.
You can hear an example song on the SCENE+ which accompanies this issue (for those who subscribe). It doesn't matter if you song has been used in another program.
Anyone who wants to hear what a song which has been mixed sounds like can download it here:
http://strony.wp.pl/wp/zxterror/SPECTRUM_OF_TERROR-Machine_Destroyer.MP3

Send you songs and comments to: hprg@poczta.fm

Hardware-Corner

Monitor cables, there's no end to them. So now for the third time we have a solution for those that love to do it themselves. It was not a surprise that Alan Cox brought to our attention that the solution provided by Adam Short in the last issue was very much designed for the Philips CM8332 and might not work with a television SCART input.

He hasn't tested it but for anyone who has a problem with the previous solution here is a short description of Alan's cable:

SCART-Cable for +2A/+3 (Peritel-Standard)

I have used a screened multi core cable. I'm not sure if a screened cable is necessary but in any case it won't do any harm.

SCART Pins 4,5,9,13,17 and 18 connect them together and then connect them to RGB Pin 2.
SCART Pins 7,11 and 15 to RGB Pins 8,6 and 7 in each case via a 68 ohm resistor.
SCART Pins 2 and 6 connect them together and then to RGB Pin 3.
SCART Pin 8 to RGB Pin 5
SCART Pin 16 to RGB Pin 1 via a 68 ohm resistor
SCART Pin 20 to RGB Pin 4 via a 68 ohm resistor

And that's it. Of course I haven't tested the solution with every possible TV but I have two myself an old one and a somewhat newer model and this solution works with both of them.

Alan

Classic game review:

SKOOL DAZE

Yes, yes OK, back to school time. What were we doing there? Learning? Never, in reality we didn't really want to go, or are there a few egg heads under the users? Anyway Eric the main character of the game Skool Daze also doesn't really want to go. He just wants to delete his data from the school computer.

Oh well, perhaps the whole thing does have another background, in any case Eric needs the code for the school computer. But where can he take it from without stealing it? Of course it's logical the Schools coat of arms have to be destroyed. Without these the teachers will simply not be able to prevent themselves letting the code words for their computers out of the bag...only one makes it difficult for us, he has hidden his code word... So much to the task which Skool Daze presents us, a classic, to which I'm going to dedicate myself today. When I was really in school I only had a Yugoslavien version of the game. However, thanks to the internet I can play this game today in English, as it's available from various sites to download (WOS) including the instructions. Other than that I don't think the game is available anywhere, anymore.

So as the first task I try to destroy all of the coats of arms that I can find in the school. The difficulty is to make sure you don't get caught doing it. It's also important to continue to take care of your scholastic duties and also a number of fellow pupils make life difficult, telling tales or simply making up lies which fortunately the teachers don't always believe. So for every breaking of the rules where your caught there is a punishment to perform. You have to write 100 lines saying that you will never do it again or something similar. If you get

to 10000 lines then the game is over. Of course you don't really have to write the lines even those who would love to don't have the possibility: Anyone who scrawls over the blackboard simply gets more punishments. Difficult are the coats of arms which are mounted so high up it's impossible to reach them. Here the teachers have to help, if a catapult is aimed at their heads at the right moment then the stone will be deflected vertically into the air and will strike and destroy the coat of arms. Then away as quickly as possible or there will be a further punishment task.

The game is still a lot of fun. The graphics are very detailed and there are a wide range of possibilities. You can box, fire the catapult, draw on the blackboard and sit down. Which you should do during lessons, or...
Whoever would like to fire their catapult at the own teachers can do it in this game as the teachers names can be edited, another good idea.
This game doesn't really use sound, it was written for the 48K Spectrum but footsteps and the school bell can be clearly heard.

In the end I haven't solved the game but again I've had a lot of fun. Anyone who does manage to solve the game will be doubly rewarded.. there is a follow up game... BACK TO SKOOL.

Te

Retro Computer in the year 2002

I was really astonished when at the end of August I received a call from the television. An interview? With me... it concerned Retro-computer and as almost the only dealer they expected to be able to get a lot of material from me. So, get a couple of nice items from the storeroom and off to the interview.
What will come of it, well I just don't know at the moment, but the programme „neues.computer und mehr" (new computers and more) is going to be transmitted on the 2nd September and then I'll know what they made of the interview.

I had thought about some notes and possible questions in advance and have printed a sort of a plan of more or less how the interview went. Actually there were more questions than this but I can't remember them all.

<u>What does Retro-Computer mean?</u>
Retro Computer are computers from the past, which in Germany are also called classical computers. In comparison to today's PC's there used to be many smaller systems, which were complete in themselves. There were rarely components which worked on all computers. Each computer had it's own characteristics and was oriented to a particular user group. PC´s were used exclusively in large companies, it was first in the mid 80's that the PC became more understandable and more varied and with that more interesting for the home user. Before this the home computers were at least for home applications better than the PC. It was easier to learn a programming language and to program yourself and there were often better graphical and audio possibilities.

How did I get involved?
I was doomed from the beginning. As I got permission in the mid 80's to buy a computer, there were a number of home computers to choose from. My choice of the Sinclair Spectrum was for a system which even at that time didn't have the largest distribution. So I had to develop solutions myself from the very beginning and in order to contact other users a number of pen pal friendships were established. If I had chosen one of the standard computers then I wouldn't have got so involved because I could have bought anything I needed from a dealer or in the school playground. So back then I had to make it myself something that no-one today does. I really had to spend time studying the construction of my computer. Other than professional programmers no one does this with a PC.

The Spectrum-User-Club
Especially with a computer which is not in the everyday eye of the media a computer club. I had worked in various computer clubs and written reports for the monthly magazines. As one of the club leaders decided to give up his club in 1994 I decided to take it over and have published a magazine for this computer ever since.

How did you have the idea to become a Retro-computer dealer?
As a club I wanted to be able to supply our members with Hard- and Software. Lot's of companies didn't even bother to answer my queries, so I registered a company myself. And suddenly there was a mass of interest. As I was often offered 'lots' for other Retro-computers I gradually extended the assortment of things I offered. The big boost in demand came first with the Internet and the creation of the Sintech-Online-Shops at www.sintech-shop.de Being able to offer world-wide paid off as there are Retro-Fans all over the world. Whereby there are many different computers. In Germany the Commodore computers have the strongest position in Great Britain the Sinclair computers and in France the computers from Amstrad (Schneider).
We have customers all over the world, in Brazil, New Zealand and Japan. There are simply Retro-Fans everywhere, most of them not in Germany.

What does a Retro-Fan do with his computer?
Actually my customers really fall into 2 categories. The collectors and the users. The collectors want hardware which is optically perfect, it's best if it's in the original box. They are prepared to pay higher prices for suitable goods. For the users the condition is not so critical, as long as their computer works. The users also use today newer developments, so today there are unbelievable hardware accessories for the common Retro-Computers such as Memory expansions, Turbo-cards, Hard-disks and CD-ROM...
Some customers are really enthusiastic in general about the technical developments of the past. To these you can count the collectors of for example old consoles, which don't allow you to program them, but show what was technically possible with simple devices.

The future?
A friend made the comparison with the VW-Beatle, totally out of date but in spite of that with a large following of enthusiasts so that it's value is even increasing and that's the way it is with Retro-Computers.

New:

PC-Power supply with voltages for 2 Floppies and MB02		36,00 €
MB02-Printer cable		13,00 €
IDE-Kit for MB02+ (Ask about Hard-disk and CDROMS for this kit)		26,00 €
Spectrum +2A, new and in original box, complete		220,00 € KS
Didaktik Compact 48k		154,00 € KS
Extra for building AY-Sound into the Didaktik Compact		8,00 € KS
Diskinterface D80 + Flopppy for Didaktik or Spectrum		111,00 € KS
B-Drive for D80		60,00 € KS
Proface AT Extern (Keyboard interface to connect a PC-Keyboard)		55,00 € KS
Proface AT intern		52,00 € KS
Melodik AY-Soundbox without case		21,00 € KS
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Plus 3 Cassette cable		10,50 €
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Spectrum +3 Lightpen		27,00 €
Silver paper for ZX Printer		5,00 €
Phaser-Pistol with Software (Tape or +3)		20,00 €
+3 Drive bands		2,00 €
Keyboard stickers Spectrum / PC-Emulatoren		8,00 €
Wafadrive Cartridges	16K= 7,00 €, 32K= 7,50 €, 64K	8,00 €

Used:

Sinclair ZX Spectrum 128k,complete with all cables		144,00 €
Sinclair ZX Spectrum +2, complete with all cables		70,00 €
Sinclair ZX Spectrum +2A, complete with all cables		65,00 €
Sinclair ZX Spectrum +3, built in. 3. drive, complete with all cables		100,00 €
Sinclair Spectrum 48k complete (rubber), complete with all cables +intro software.		64,00 €
Sinclair Spectrum 48k + complete, complete with all cables + Intro software		64,00 €
+3 Drive (checked)		74,00 €
Interface I		62,00 €
Opus Discovery Disk interface with 1 x 720k Drive		118,00 €
Joystick interface	1-Port 3,00 € 2-Port	11,00 €
Joystick (various to choose from)		2,50 €
Sinclair SJS-Joystick (+2/+3)		6,00 €
Microdrive Cartridges (ex- software)		3,50 €

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